



# POINTS OF INTEREST IN THE SPINDRAL WASTES

**++Twinkle, twinkle, little star,  
how I wonder what you are?++**

Old Earth fragment, The Staellar Horrifica



# POINTS OF INTEREST

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## Points of Interest in the Spindral Wastes

The Spindral Wastes is a massive expanse, tens of thousands of stars, hundreds of worlds, only a handful colonised by man. Years ago a nearby centre of the Eldar civilisation was consumed by the birth of a heinous new god. The warp poured out of their minds and blew out in a corona, twisting living things or slaying them outright.

A few hundred years ago the Martian Explorator Haarkan travelled through the area with a vast fleet. They stopped at many worlds, charted most of them, and bombarded a few from orbit, breaking them up and toppling them into their stars. They fired off several probes back to Mars, containing vast data troves many of which were sealed only for the highest echelons of the Martian Priesthood.

Haarkan's fleet appears to have built several caches in hidden places on several worlds before following some kind of lead they uncovered and headed off across the astral void between spiral arms, crossing the Obsidian Reef and haven't been heard from yet.

Dead human worlds, fallen Eldar ruins, hidden caches of Archeotech lay scattered across the worlds, waiting for discovery and weaponisation against your enemies in the titanic battles of the Heresy to come..

**The Spindral Wastes Campaign will use the Points of Interest system as found on the following pages, using these conditions:**

1. On Centurion Tables deploy D3+2 Points of Interest Tokens
2. On Zone Mortalis Tables deploy D3 Points of Interest Tokens

**To deploy Points of Interest in Spindral Wastes games:**

1. Before each game, one player will roll as above to determine tokens.
2. Before determining who deploys first or chooses deployments, roll off, the highest rolling player deploying the first token then take it in turns after that.
3. All Points of Interest must be inside a area terrain piece, adjacent to an impassable piece, or in any point on a Zone Mortalis.

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## Points of Interest System Overview

The Points of Interest System is designed to add narrative depth to a campaign, without requiring a game master to interact too heavily. Some events may require you to seek out the Event Organiser. These events are built around a 'score board' style campaign, where sub quests and certain points of interest effects will score 'campaign points', note these are different to 'victory points' which are an in game rule.

## Controlling a Point of Interest

To control a point of interest, a Character model must end their movement phase within 1" of a point of interest token. Only Character models may roll on the Point of Interest table for the sake of narrative. Under specific circumstances/game mastered games for example a game master may allow other model types to control a point of interest.

## Rolling on the Point of Interest Table

A character explores a Point of Interest by rolling on the 2D6 table. Apply the following modifiers based on the character rolling. This represents characters with specialist training, equipment or experience, and is to make it a more cinematic experience and help you craft the narrative.

1. Characters from the following list may reroll 1D6 from the roll:

- Character with an Augery Scanner
- Legion Forge Lord
- Legion Master of Signals
- Any Psyker who expends a Warp Charge (in this case wait unit the psychic phase to roll)
- Alpha Legion Saboteur
- Legion Recon Sergeant
- Legion Mor Deythan Strike Leader
- Legion Reaver Attack Squad Sergeant
- Ammitara Occult Intercessional Cabal Sergeant
- Solar Auxilia Household Retinue Prime
- Imperialist Militia Recon Sergeant

2. Characters from the following list may roll one or both of the D6 and choose the result:

Your Warlord

Legion Vigilator

Solar Auxilia Strategos

Some NPC characters (where noted on the NPC table)



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POINTS OF INTEREST TABLE									
2	RAD SQUALL!								
3	ENCOUNTER								
4	TACTICAL DATA								
5	DEATH CULT ASSASSIN								
6	WILD PSYKER					REDACTED!			
7	ARCHEOTECH								
8	NPC								
9	COMMS ARRAY								
10	AMMO DUMP								
11	STRATEGIC DATA								
12	STC ARK								

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## NPC

1

Imperial Scout

2

Reclaimator

3

Astropath

4

Justicar

5

Downed Ace  
Pilot

6

Magos Biologis  
/ Genetor

7

Imperial  
Cartologist

8

Fleet Officer  
/ Ordinancer

9

Blackshield

10

Remembrancer

Choose an NPC from the following list, they join your warband. Write them down on your roster. They must immediately join the unit who encounters them, however in further games they may (and must) join any unit.

The NPC is equipped as per the model, and must be as close to WYSIWYG.

If you decide that an NPC doesn't fit inside the narrative of your force by joining it. You may gun them down in return for D3 Campaign points. (don't bother collecting a model or rolling this out, assume you Jack-Ruby him or her before they can act.)



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## IMPERIAL SCOUT

*A member of a myriad of disparate organisations and sub factions dedicated to scouting, exploration, and subterfuge. An Imperial Scout may be a member of a Rogue Trader's coterie, an advanced scout for the Imperial army or Navy, an Assassin for a Noble House, or even a paid or bonded Legionary Spy.*

*Regardless of their provenance, they are active in this battle zone and will join you for as long as your goals and aims meet.*

WS	BS	S	T	W	I	A	Ld	Sv
3	5	3	3	1	3	2	8	5+

Infantry, Character

Equipment: Laspistol, CCW, Flak Armour, Selection as below.

Special Rules: Precision Shots, Selection as below.

Equipment & Special Rules	
Choose 1	Outflank Infiltrate Shrouded Move Through Cover
Choose 1	Sniper Rifle Volkite Caliver Bolter with Kraken Penetrator rounds Lasrifle with Collimator and Blast Charger
Choose 1	Plasma Pistol Power Weapon Camo Cape Melta Bombs Augery Scanner

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## Reclaimator

*A Reclaimator is a scavenger, adventurer, treasure seeker or xenoarchaologist. They explore ancient ruins, intrude upon interdicted zones, pick over the site of battles, and scavenge archeotech items for sale to the Mechanicum and other more nefarious organisations.*

*Reclaimators are drawn to the slain human and xenos worlds in the Spindral Wastes like moths to a flame.*

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	2	3	2	8	4+

Infantry, Character

Equipment: Void Hardened Armour or Mesh Armour (4+)

Special Rules: Preferred Enemy Xenos

Equipment & Special Rules	
Choose 1	Volkite Serpenta Shuriken Pistol Splinter Pistol Archeotech Pistol Gauss Flayer Hand Flamer Fusion Pistol Needle Pistol Stinger Pistol Blaster Shredder Shard Carbine Shuriken Gun Lasblaster Neural Disruptor Synaptic Disintegrator Particle Caster 1 roll on the Archeotech Table
Choose 1	Power Weapon Charnabal Sabre Harlequins Kiss Hydra Gauntlets Venom Blade Agoniser Voidblade
Choose 1	1 roll on the Archeotech Table Haywire Grenades Shimershield

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## Astropath

*A member of Mankind's vaunted galactic communications network, and Astropath is an extraordinary individual. Blinded during the soul binding ritual where the Emperor reshapes their very mind, they are eerie individuals capable of whispering across the vast distances of interstellar space.*

*Encountering an unattended Astropath in the battle zone is a strange event, perhaps they were left on the world by the retreating Mechanicum, perhaps they are on some mission-demand of the Astra-Telepathica.. In any case they refuse to say, but quickly inveigle themselves in your operation, making themselves most useful...*

WS	BS	S	T	W	I	A	Ld	Sv
1	1	3	4	2	2	1	10	-

Infantry, Character

Equipment: Choose from below.

Special Rules: Psychic Communicator

## Psychic Communicator

An Astropath is of limited battlefield use, however they are of great use in coordinating overall strategy.

When an effect on the Points of Interest system allows you to roll a dice to determine bonus Victory points or Campaign points, that dice may be re-rolled as the information can be more quickly and efficiently exploited.

Equipment & Special Rules	
Choose 1	Laspistol/Autopistol Archeotech Pistol Blast Pistol
Choose 1	CCW (staff)
Choose 1	Fear Acute Senses Adamantium Will



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## Justicar of the Adeptus Arbites

*A high level operative of the nascent Adeptus Arbites, a Justicar is an agent of the developing Imperial Law. Sent to observe and in some cases ensure compliance and what came after, the great Tithes of the Adeptus.*

*A Justicar operating in the Spindral Wastes are hunting recidivists, relcalimators, and surveying the worlds for future lock-down and subjugation by Imperial Law.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	2	3	2	9	3+

Infantry, Character

Equipment: Power Armour, Refractor Field, Bolt Pistol

Special Rules: Counter Attack

## Arbites Shotgun with Manstopper Rounds

This specialist shotgun was designed to bring down recidivist leaders so they can be taken into custody and brought to justice.

Range 18', Str4, AP4, Assault 1, Concussive

Equipment & Special Rules	
Choose 1	Arbites Shotgun with Manstopper Rounds Master Crafted Power Mace Sniper Rifle Volkite Charger Bolt Pistol Blast Pistol Hand Flamer
Choose 1	Combat Shield Cyber Familiar Infravisor Augery Scanner
Choose 1	Precision Strikes Stubborn

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## Fleet Pilot

*A member of any number of Imperial or non Imperial air forces, fleet fighter or bomber wings, pirate forces or just a transport pilot trying to find his way back to his forces.*

*A downed pilot has made contact with you and will tag along in return for being handed off back to his chain of command when possible. He will return the favour in the coming days.*

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	4	1	8	4+

Infantry, Character

Equipment: Void Hardened Armour, Blast Pistol

Special Rules: Downed Pilot

## Downed Pilot

If the Fleet Pilot is alive and has joined one of your squads at the end of the game, add them to your roster. In following games, they cease to join your force on the table and may be used to bring down an air strike.

Roll for them as reserves normally, when they become available, they attack with the following profile, using the pilot's BS as above.

## Bombing Run

Range: Unlimited, STR 5 AP4, Heavy 3, Small Blast, Shred, Barrage.

Equipment & Special Rules	
Choose 1	Digital Weapons Infravisor
Choose 1	Laspistol Lasgun Laslock Autopistol
Choose 1	Augery Scanner Krak Grenades

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## Magos Biologis/Genetor

*A member of any number of scientists, medicaes, Mechanicum approved genesplicers, fleshsmiths or even an Xenos bio-shaman.*

*Operating in the Spindral Wastes, they may be encountered performing all kinds of tasks for Mars, from surveys of the human genestock, to identifying potential xenos pathogens for weaponisation. the Biologis/Genetor will join with your forces, in return for first pick of any prisoners or biotech you may uncover.*

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	4	2	3	2	8	3+

Infantry, Character

Equipment: Medi Pack, Lucifex, Power Armour, Selection as below.

Special Rules: Stubborn, Selection as below.

Equipment & Special Rules	
Choose 1	Power Weapon Power Fist Volkite Charger Archeotech Pistol Splinter Pistol
Choose 1	Servo Arm Abeyant Phased Plasma Fusil Agoniser Venom Blade
Choose 1	Battlesmith Preferred Enemy Xenos Relentless

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## Imperial Cartographer

*A member of an organisation tasked with mapping wilderness or non compliant space, warp routes, and the surfaces of planets and stellar objects themselves. These agents operate under the aegis of Imperial Compliance, the Navy, Trading Houses, Explorators, Sub Sector or Sector Governments or other more covert organisations.*

*An Imperial Cartographer encountered in the Spindral Wastes will share information and intelligence with you in return for safe passage.*

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	2	2	1	8	4+

Infantry, Character

Equipment: Void Hardened Armour, Las Pistol, Cognis Signum

Special Rules: Geolocator System, Local Charts

## Geolocator System

You may choose to reroll the D3 for number of points of interest at the start of the game, and also reroll the roll off to determine who places the first Point of Interest.

## Local Charts

You may re-roll the roll off to determine who chooses deployment and goes first.

Equipment & Special Rules	
Choose 1	Volkite Charger Volkite Serpenta Blast Pistol Bolt Pistol Plasma Pistol Shotgun
Choose 1	Power Weapon Melta Bombs Augery Scanner Power Fist

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## Fleet Officer/Ordinancer

*A high-level communications and bombardment officer, either left behind, last man of some previous effort, or sent down alone to scout enemy dispositions and guide bombardments from orbit, air strikes or mobile weapons crawlers in the field.*

*This Fleet Officer/Ordinancer happens to be from your faction's supreme HQ and greets you with some encoded binary blurts as you get near. He thanks you for saving him and offers to help you.*

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	4+

Infantry, Character

Equipment: Nuncio Vox, Las Pistol, Void Hardened Armour or Carapace Armour (as modelled)

Special Rules: Choose from Below

## Bombardment

The character may call in a bombardment once per game with the following effect:

Range: Unlimited, STR 8 AP 3, Ordinance D3, Barrage, Pinning, One use only.

## Advanced Comms

Before turn 1, and each turn afterwards, the character may impose either a +1 to friendly reserve rolls, or impose a -1 on enemy reserve rolls. In addition enemy characters rolling on a point of interest within 18" must roll 2D20 and choose the LOWEST of the results on these dice. This entirely replaces any other bonuses granted by specific characters as above.

Equipment & Special Rules	
Choose 1	Blast Pistol Bolt Pistol Volkite Serpenta Lasrifle Shotgun
Choose 1	Augery Scanner Infravisor Melta Bombs 1 Phosphex Bomb
Choose 1	Bombardment Advanced Comms Interceptor



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## Blackshield

*The apocalyptic opening battles of the Horus Heresy, at Istvaan, Calth, Phall, Geigenhive and others shattered many of the once proud legions. Many warriors whether loyalist or traitor found reason during this tempest to strike their colours either on their own or en masse.*

*Blackshields in the Spindral Wastes are solo warriors pursuing their own objectives. Some may be trailing Explorator Haakon, searching the wastes for some weapon or object with which to leverage their way back into their legion or undo it, or may be one of many Astartes pursuing Cellor and the prisoners he snatched from fallen Geigenhive.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	10	3+

Infantry, Character

Equipment: Power Armour, Krak, Frag, and Melta Bombs,

Special Rules: Preferred Enemy: Legion Astartes, Black Ops

## Black Ops

Once you've turned your back on your legion, you're not longer subject to Imperial Law, regardless of which side of the Heresy you're fighting on. A Blackshield uses weapons as modelled.

When building a Blackshield you may equip them with any weapons from the Horus Heresy red books, including the Legion, Solar Auxilia, Mechanicum, Militia, and Blackshields lists. You may also build them with any weapons from the following books: Eldar, Dark Eldar, Necron 5<sup>th</sup> Edition Codexes, the 6<sup>th</sup> Edition Harlequin Codex, the 5<sup>th</sup> Edition Imperial Guard Codex, 6<sup>th</sup> Edition Eldar Corsairs list from Doom of Mymeara, and the Skitarii and/or Cult Mechanicus Codexes. Speak to the Eye of Horus Crew if you have any other crazy ideas.

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## Remembrancer

*A member of the now dissolved Order of Remembrancers, hiding out on the planet, resisting being sent back to Terra to be 'debriefed' by Malcador.*

*Although most Remembrancers were insipid clerks or artists, some possess the fiery gift of oration and propaganda and can be of great use during a tough conflict.*

*Although almost useless in an actual fight, they can drive on your troops with some choice words, be they vicious lies or confronting truths.*

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	3	1	2	1	7	6+

Infantry, Character

Equipment: Autopistol

Special Rules: Hatred, Heroic Witness, Legacy

## Heroic Witness

If the Remembrancer is attached to the same unit as your Warlord, gain a Remembrancer Token every time your Warlord kills an enemy Character. These tokens may be discarded at any time to re-roll a single attack, save, or leadership D6.

## Recorded Legacy

At the end of the game, any unused Remembrancer Tokens may be converted to Heroic Deed point each.